

Salem Little League: Softball Coach Pitch Rules

1. A team may play with as few as 7 players but shall take an out in the #8 spot in the lineup. If a team as only 8 players, they will not be required to take an out. A team may use call up players if they have less than 9 players (See call up procedure).
2. A team's batting order shall consist of all players present for the game. It may not be changed after the game begins.
3. All players will play defense and the entire roster will bat.
4. Four (4) players besides the pitcher play on the infield (inside the baselines). All players must play with 5 feet of their position. No shifting of positions during an inning.
5. Outfielders must play at least 10 feet behind the baselines but may play anywhere in the outfield.
6. The pitcher must begin the play positioned within the Pitcher's Circle.
7. A coach will pitch to their own team and must move into foul territory following a hit. Overhand or underhand pitching is allowed.
8. No player shall sit out for disciplinary reasons without prior approval of the league president.
9. Each batter will receive a maximum of (6) pitches per at bat unless a ball(s) is fouled off. The batter is out by a strike out.
10. Any batter throwing a bat will be warned and could be called out after throwing the bat a second time.
11. FIVE RUN LIMIT will be enforced. The last inning will be declared open. The open inning must be declared before the top of such inning begins.
12. No Bunting!
13. No on deck batters, All base runners, pitchers and first baseman MUST wear a helmet. Catcher WILL wear full gear.
14. Each team should have only (3) coaches on the field while on offense. Pitcher & two base coaches.
15. Defensive team is required to have a coach positioned behind the catcher. This coach will retrieve balls and return them to the pitcher to speed up the game. Catcher Is Optional – Player may play the outfield.
16. There will be a 15 run rule after 3 ½ - 4 innings played.

17. If a batted ball hits the coach/pitcher, it is a dead ball and the play will be done over. The pitch does not count.
18. Each team is allowed one defensive time out. Does not apply to injuries.
19. Any injured player will be allowed to leave the game and return the next inning.
20. All games will have a 1:15 Time Limit. No inning shall start after the time limit has been reached. Games will be 5 Innings. A game is official after 3 innings completed. The home team will not bat in the bottom of the 5th inning if they are leading. In case of rain shortened game, if the game is not official, then it will be played completely over. If a game is tied after 5 innings, extra innings will be played until a winner can be determined or the time limit has been reached. If the time limit has been reached, the game will be determined a Tie.
21. Any further advancement by any runner will stop when the infielder has possession of the ball within the base paths. All runners may advance at least one base on any batted ball.
22. Any runners who have passed the 20 foot marker (hash mark) beyond each base may advance at their own risk. If the lead runner has not crossed the hash marker when the pitcher has possession of the ball inside the circle, all runners must return to the base. Any runner not occupying a base is liable to be put out until 'Time Out' is called.
23. No stealing, No advancement on pass- balls.
24. One base on an over throw, except to first, which in this instance, all base runners get the base they were advancing to pre-pitch. (Example, runner at second before the pitch. Ball is in play off the bat and a infielder makes a throw to first. If there is an over throw, the runner at second may only go to third.)
25. Boys will use an Official League Baseball given by the umpire for games and girls will use an Official League 11 inch Softball.
26. For baseball, bats must have a USA stamp.
27. Defensive coach on the field must be on the edge of the grass and no closer to the infield.